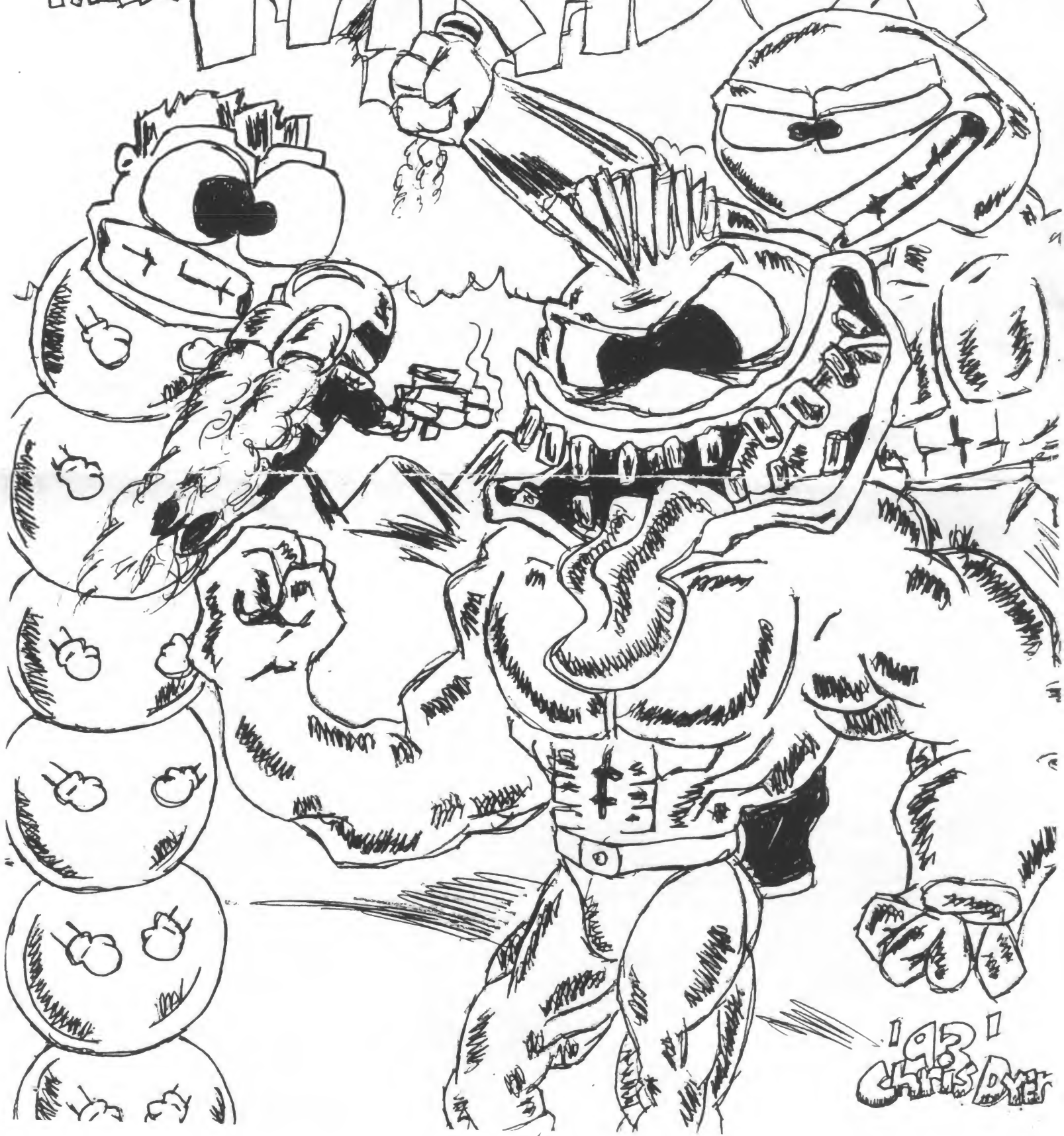


VIDEO
GAMING
FANZINE

PARADOX



PARADOX

Issue #15 April 1994 \$1

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WhoKILLED

The Editor's Welcome?!

Jaguar, Jaguar, Jaguar... Hello, it certainly feels good to once again be filling this space, and I regret missing out on the greatness of issue 14. Nevertheless, I'm back, Paradox is back, and we're all smiles around here with our new Atari Jaguars.

With many of the editorials in EG fandom becoming slander, the GEA holding on for dear life, and Noah Dziobecki saving the world with his genius once again, 1994 certainly seems to be shaping itself into one interesting year.

The new breed of fanned that would much rather defame one peer than praise another is plaguing EG fandom in 1994, along with the newest fanned pastime of Katz-bashing. Disgusting as it is, it's that damn free speech thing we all fight for, so I certainly have no right to tell anyone what to write. Enjoy yourselves, but when Arnie abandons us all (which I'm surprised he hasn't done already), it's your heads the rest of us will be coming for, quit tearing our group apart from the inside.

The GEA is dying because of a lack of focus, funds, and organization. Some have said to bury it now and begin new again, but the foundation has been set and it looks as if the organization will attempt to continue on regardless of its current shortcomings. We need support dear readers, but what we need even more is ideas on what you would want out of a gamers' organization such as the GEA. Please give us input, for that is the only way we can make the organization everything it was supposed to be.

Zineophilia! Zineophilia! Zineophilia! You need it! Get it! Electronic gaming fandom's number one editor has returned with the most impressive first issue of a fanzine I think I've ever seen. Noah is the man, and Zineophilia is quite possibly the best fanzine dealing with games available today. There's so much more to it, however, so get a hold of a copy and experience Zineophilia for yourself; (\$1.00, 4436 E. 5th Street, Long Beach, CA 90814).

Well, I've gone long, so smile and have fun. Paradox: the choice of the new generation, fat free with no preservatives, cholesterol, or little chunks of pink chewy stuff. Enjoy the issue.

-Jason

Welcome to another issue of Paradox. This is our 15th issue, it's also one of my favorites. Of course, there's the Tempest review, which you probably already saw (being as big as it was). But I've got over 125 different typefaces now, which will be used to make the layout of the 'zine better, as all of you want to see the layout get better.

If you're into gaming, I hope you'll enjoy this issue. I can't believe how much the industry has changed. If you told me a year ago that I'd be playing Tempest 2000 on the Jaguar, I would've thought you were crazy. I now know, Atari is back, and they aren't taking any crap.

Enjoy this issue, and Tim's stuff seems to have been lost in the mail. By the way, if you've got an e-mail address, send it to me. Who knows what the future will hold. It should be another great year, with the Jag CD!

-Chris

This issue put together while listening to the following musical selections:

Soundgarden "Superunknown", Nirvana "Nevermind", "Bleach", "In Utero", Material Issue "Freak City Soundtrack", Matthew Sweet "Girlfriend", "Altered Beast", "Son of Altered Beast", 10,000 Maniacs "In My Tribe", Beatles "20 Greatest Hits", Spencer Nilsen "Sonic Boom: Music from Sonic CD and Spinball", Living In Oblivion Volumes I, II, and III '80s Greatest Hits, Tempest 2000 Soundtrack, Jurassic Park Soundtrack, Mortal Kombat Soundtrack, Alpha Team "Speed", and Enigma "Cross of Changes". The radio stations are: 101.1 Chicago's New Rock Alternative, 97.9 the Loop FM 98, and 89.1 WONC.

FAN FORUM: THE MAILBAG

Join the REVOLUTION! The Cheaply Produced Crappy Video Game Newsletter About What Sucks is proud to include Paradox in its unveiling. This is the stuff you're not supposed to read! As to all you sucky parents' groups, we have included a B-13 (bloody content—not for children under 13) rating. We say the things no one else has the guts to say! (even some stuff no one else would have the guts to think of!) We plan to go into Xerox format as soon as our subscription base increases. Typewritten format will follow. Regulars include reviews, Top Tens, and a totally new form of comics. Enjoy! And please take nothing in this newsletter seriously. We don't want to take

your subscribers, but we'd appreciate it if you helped us join the fanzine circle. Here's our profile:

Video Games Newsletter #1
c/o Alan Lancio
Rte. 1 Box 11 Gateway
Martin, TN 38237

(75 cents (for one issue) or \$2 for four issues - no stamps needed!)

Please publicize this newsletter. If you do, please print the info to the right. Thanks, Paradox!

(Ed. CJ: Whoa! This is a surprise. Very Page 2

wild, and I like it. TCPVGNWS is really irreverent, funny, and what else can I say? I had a lot of fun reading it. It reminds me of Gamedude Fanzine (only with more humor). Ah, those were the days. Enough of the flashback though. This issue was on notebook paper, handwritten, and...colored! Call the Fanzine Police, we've got color. No, wait...this is colored by hand. (I can't...seem to...restrain...myself...) COOL! I'd really like to see it in a cleaner format though, typed and xeroxed with hand-drawn sketches all over, as on NB paper it's kinda hard to read and all. But, very entertaining stuff. If you have a fanzine, I suggest supporting this newcomer to the hobby by sending him an ish in trade. I'm sure he'd like to hear from you. By the way, Alan, write to Chris Dyer, as you two should team up and do a 'zine together, as you're both complete psychos.)

Dear Chris,

I am very sorry about the delay in sending you issue #4 of EL. My original mailing list was demolished and I had to redo it. I accidentally marked you for already getting it. Issue #5 is almost done and will be sent to you ASAP.

Anyway, I just looked at Paradox and was amazed. I loved the cover and paper that you used. I have one question though, why wasn't it stapled? Was it because of the cover or just that it would have weighed too much?

Well, I don't have much time right now because I'll miss the mailman. Talk to you soon.

Sincerely,
David Hunt
Editor-In-Chief, "Entry Level"

(Ed. CJ - The answer to your question is simple: laziness. Why? Here's the story (oh, no! I'm turning into MJ!): The issue was finished on a VERY rushed schedule. I print it at school, and on the last day of class before X-MAS break, I had 10 (count 'em 10) pages to print on the press. So, I hurried. In fact, I missed 4 classes just to finish it (Lunch, Study Hall, AP U.S. History, and Advanced Algebra, in case you're curious). Then, I had to carry all 400 copies of the issue across the entire length of the school by myself, up 2 flights of stairs, and then down the stairs again to get them to the car. And after all of that, I didn't care much about staples. Heck, I folded each issue myself. So it's not the postage (anything for our subscribers) or the cover. L-A-Z-I-N-E-S-S.)

Chris-

I got your 'zine a few weeks ago and this is the first chance I have had to respond. I think it is really good and it looks as if you put a lot of hard work into it.

How do you get away with only charging a \$1 for your 'zine? The quality of the paper is first-rate and the 'zine is 25 pages. I recently got a 'zine that was only 10 pages and the guy was charging \$2. It was worth it though and I think you could get away with at least charging \$2. Just a suggestion.

BT (Brian Tramel)

(Ed. CJ - \$1 was the price we set it at when we were putting the first issue together. It seemed more economical (for the readers) if they paid less but got a great read out of it. Not to say that \$2 isn't a bad idea, or that we haven't toyed with it before. Lately, the 'zine has been growing to an enormous size of 25 pages and up, and, in order to keep postage down, we sacrifice things (i.e. reviews). As long as word of mouth spreads, and we pick up more readers, I can assure you, it will remain \$1 for now. It's basically the editor's choice.)

Dear Chris:

Thanks for the latest issue of Paradox. A few things really hit home. It was great to see your stance on platform bias. As you may know, High Density has been fighting this trend from the start. It is the single most deliberating problem in fandom today. For me, it has never been a question of which platform I like, it's been a question of which games I like. Please continue informing readers everywhere that true gamers do not limit themselves to systems they like, only to games they like. This brings me to my next point. It is admirable for you to admit your dislike for RPG's. I appreciate such candor and understand that not everyone is thrilled with these kinds of games. But please do us a favor and not review RPGs at all. The whole purpose of a game review is to attempt to give an unbiased critique, something that did not happen in your review of The 7th Saga. Saying you despise RPGs in your first paragraph turns the rest of the review into a sorry waste of toner and paper. Essentially, you summed up The 7th Saga by saying, if you like games that suck, you'll like this one. Insulting a game is one thing, but insulting gamers is another. Overall, the rest of your reviews were up to standard Paradox quality. I especially liked your Silphedev review. I agree that it's a good game and that Sega should take another look at their rating system.

Finally, I have high hopes for the Jaguar. I don't have one yet, but it some quality softs come out in the near future, it'll be at the top of my shopping list. (3DO is still near the bottom-too expensive!) Any news on new Jag games?

Thanks again for another great issue of Paradox.

Sincerely,
Greg Bemis
Managing Editor, High Density

(CJ - Thanks for the compliments, in the future, we will continue our platform bias stance, and preach it anywhere we can. As for RPGs, I can see your beef with my review of 7th Saga. That's how I feel about the game, and I stand by my review of it. However, I am sorry that I may have offended RPG players. If I review any RPGs in the future, that won't happen. Anyone who wants RPGs covered, then I encourage them to contribute a review or column. If they don't, then we probably won't have RPG coverage. So, anyone wanting to write RPG material? Please write in.)

Dear Chris,
13 1/3 was great! Lots to think about. I think

the future of video gaming is in CD systems. Why? Because that is what the video game developing companies want. And they want it for two very good reasons:

- (1) The CD media is cheaper than cartridges.
- (2) The media can be copy protected (unlike floppies in the PC world).

Also, it seems to me that those who occupy the "high ground" win wars. And, like it or not, PCs seem to be the "high ground". My theory is that PC type games such as Sim City will migrate to 3DO, and CD-I type systems. The future game machine could be something like a 586 with a CD-ROM, and no keyboard.

I hope my inflammatory remarks provoke a rebuttal from some thoughtful Paradox reader. Who can really know what tomorrow holds? The future game machine is very much up for grabs. You can bet Sega, Nintendo, and maybe Sony, are circling like eagles, high overhead, looking down on the current situation. Are big companies preparing big plans? You bet. What company is going to eat what company's lunch? Stay tuned.

I think I speak for a lot of readers when I say - we don't care if you make deadlines or not. If you come out quarterly or bi-annually - it is fine with us die hard videogame fans. Just keep publishing interesting video game stuff.
Best Regards,
Bill Haslacher

(CJ - Well, I disagree with you on your system of the future idea. Yes, that is one possibility. But, more likely, the winner will be a format that is inexpensive, easy to use, have no "system requirements" or limitations. It will be a system that is a TV, phone, computer, and video game system in one. Furthermore, it will not use a processor which is available today. A system of this kind needs amazing speed and multitasking. This is not something that current hardware can accomplish cheaply. The winner will be a company that has not been formed yet, with no widely known CEO, or any kind of name recognition. But, that's my view. By the way, subscriptions are now on an issue-to-issue basis and not on a monthly schedule. And, our free subscription offer as described in previous issues is no longer active. However, those who took part still will receive the offer.)

Dear Chris,

Above is an article on Virtua Racing. Sorry, but there may be some mistakes due to the lack of time and my printer went on the blinks.

I was really happy to see my reader survey printed. My Dad said if I get this Virtua Preview printed he will buy me Virtua Racing clocking in at \$100. In my Virtua Preview I tried to get all the latest info on this awesome cart. You won't believe the picture I sent you was from the cart, not the arcade. Last issue absolutely floored me, awesome art, great articles. You guys are better than the pro mags and you don't cost six bucks.

Later,
Jason Zabady

(CJ - Thank you for the article, it appears in

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this very issue. So now you're assured that Virtua cart! (heh heh heh). I agree, it does look great. I may have to think about picking it up. But maybe it'll be worthwhile to wait for the Saturn version. It might be cheaper than the Genesis version.)

THAT'S NEWS TO ME!

BYE BYE SCES...

If you're thinking of going to the Summer CES in Chicago this year to check out Sega's booth, you're out of luck. Sega has pulled out of this year's show which will be held June 23-25, and instead, Sega will hold its own sales meeting for 75 key retailers in Orlando, Florida on May 22-28. This is the Summer CES' last appearance in the windy city of Chicago, in 1995, the show will be held in Philadelphia.

BYE BYE BARKLEY...

If you know anyone who has been searching for NBA Jam for any system, and has been having trouble finding it, here's why: Charles Barkley's attorneys have asked Acclaim to remove Sir Charles from any more productions of the hit b-ball cart (Marley replaces him). The reason? Barkley's own game, "Shut Up and Jam" is competing with NBA Jam for sales. If you have a Jam with Barkley in it, hold on to it, as it will probably become valuable quickly.

PRHOLDS EVEN MORE WATER.

Nintendo announced that it's 64-bit Project Reality machine will be using 100 megabit cartridges that will sell within the range of today's 16-bit carts. Also, Williams has been signed to produce the first PR arcade game. It's Rare/Coin-It's "Killer Instinct" (yes, a fighting game).

PINKY? ARE YOU THINKING WHAT I'M THINKING?

Williams, the developers of MK I & II, NBA Jam, NARC, Smash TV, Super High Impact and others purchased Tradewest for \$15 million. The new company is now called Williams Entertainment, and will support all home systems with arcade translations as well as original games. What this means is that Williams has chosen not to renew their agreement with Acclaim Entertainment, which expires next April. Rumor has it MK I is being readied for Jaguar release this July, MK II, which may be a direct arcade port, may be available around the time the SNES and Genesis version come out (from Acclaim on SNES & Gen) around October.

TENGEN KISSES AND MAKES UP WITH NINTENDO.

Tengen, the former NES licensee gone rebel without software can now resume Nintendo system development. Nintendo and Tengen settled their differences, and Tengen now has several SNES titles on the table. Will their be a re-release of Tetris? I don't think so.

3DO SMUT...

From the description given by the company, it sounds like the 3DO system just got its first soft-core porn game. In the game entitled, "Dream Machine", the players maneuver through a computer generated 3-D world where they are escorted to various doors behind which are scenes of different sexual fantasies. A

spokesperson for New Machine Publishing which developed the game said, "the whole game is oriented so that whatever type of sexuality you're into, there's something there for you."

I WAS EATEN BY ARCADE!

The next time you're at your local video store you may want to check the new release rack for a new science fiction movie called, "Arcade". The plot concerns a mysterious, new virtual reality game called 'Arcade' which has taken on a life of its own, and starts feeding on young game players. The "Road Rash" game for 3DO will be packaged with a second, audio only sampler CD showcasing the music of soundgarden, Monster Magnet, Hammerbox, Swervedriver, Therapy?, and Paw, all of whom appear on the game's soundtrack.

THE PHILIPS SCREWDRIVER

Rumor has it that Philips will be introducing a top-loading CD-I player that's

aimed at the game playing market later this year for under \$299. It will probably appear under the Magnavox brand name. Philips is also said to be working on a 32-bit upgrade to their CD-I player which could go on sale later this year. Oops, too late...

JAGUAR GETS 86...

The list of developers who've signed up for the Atari Jaguar currently stands at 86. Some recent licensees include Jaleco, Sculptured Software (makers of MK and the upcoming MKII for Acclaim), Bullfrog Productions, and Readysoft. V-Reel is working on "Arena Football" and "Horrorscope", a fighting game based on the 12 signs of the Zodiac. In a related note, Iguana, developers of MK for computer is supposedly porting the computer version of MK to the Jag, and then refining the graphics more, the frames of animation, and the sound. It may be Williams' first Jag title, but developed by Iguana. -compiled by Robert Macheska.

Feature
Review:

TEMPEST 2000

JAGUAR - Llamasoft/Atari - 16 meg \$59.99

Reviewed by Chris Johnston

"The Tempest in my mind / doth from my senses take all feeling" - William Shakespeare

I can never play another video game in the same way. I have played the best home video game in the world, and it is Tempest 2000. There is no Street Fighter II, no more Sonic, no more Nintendo or Sega.

Atari has pulled off a major coup in the realm of next generation video game systems. With the release of Tempest 2000, Nintendo, 3DO and Sega have no chance. Because nothing will beat Tempest or the Jaguar system.

I can't easily describe the feeling of playing Tempest 2000. It is like nothing else you've ever played before, and you'll play nothing like it ever again.

You spin along the 'rim', shooting enemies that emerge from the center, collecting power-ups, getting better weapons, lives, and moving on to the next level of pure insanity. There's no plot to this game, it pure action, non-stop.

The graphics may not look good as a screen shot, but watching them move, you will bow to them. The music is CD quality, and it knocks away anything I've ever heard on any home system, even the Sega CD, 3DO, and computer. Atari says CD quality, now you have a game that lets you hear it full-throttle.

Techno-rave like none other on a video game system. Bio-Metal? Yeah, right! There's nothing that can compare to Tempest 2000. Voice that is crystal clear, and it's all coming out of a CARTRIDGE!

The bonus rounds are, breathtaking. It's a different experience than the normal 2000 game. It's better and smoother than anything you've played, and the music in the bonus rounds is astonishingly like Enigma's first album.

The levels are 100 high, with variations in each of the 4 games on Tempest 2000. Traditional is just like the arcade original (with the techno), Plus is a mix of 2000 and

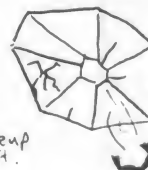
Traditional, and a get starter level. Playing Plus with the AI Droid is how you should begin playing the game. Then move to Plus without the AI Droid, then to 2000. Of course, you could go straight to 2000, but training is a key to survival.

There is no slowdown, no access time, no flicker, and it's all playing out right in front of you. It's a better game than Tetris.

In a world of never-ending clones, comes a game you can't clone without calling it 'Tempest 2000'. As far as I'm concerned, I don't care if Capcom or Konami ever sign on as an Atari Jaguar licensees. With more games like this, you don't need them and their clones.

Anyone who doubts that the Jaguar's viability, doubt no longer. Atari is back in a very big way and Nintendo's going to be a casualty, Sega may be next. 3DO may as well have never existed.

BUY A JAGUAR!!! BUY TEMPEST 2000!!!
If you don't, you might as well become a hermit and move to Siberia. If you have no Jaguar with Tempest 2000, you have no life. That's it.
TEMPEST - n. 1. A violent windstorm, frequently accompanied by rain, snow, or hail. 2. A furious agitation, commotion, or tumult; uproar. To disturb or agitate violently.
OVERALL RATING: 98%



is. Cheap art.
TEMPEST

FANED SPOTLIGHT: RICH WIGSTONE

INTERVIEW BY CHRIS JOHNSTON

Rich Wigstone is the editor of SNES Gaming, a fanzine that covers, you guessed it, all SNES games. Many of you may not get SNES Gaming, and you might be wondering, "Who is Rich Wigstone?" So I interviewed him for this new feature. SNES Gaming is \$1.50, or in trade for other fanzines. Send him stuff at 770 Concord Lane, Hoffman Estates, IL 60195-1835.

CJ: How long have you been publishing SNES Gaming?

RW: This year's March/April issue will commemorate SNES Gaming's one year anniversary.

CJ: What is your favorite issue of SG?

RW: Issue #7 (March/April of this year). I redesigned the pages of SG, giving much thought to the organization and layout. I visualized myself as the reader, and I reflected on what I'd like to see and read. I also tweaked out the SNES Gaming Review System and added photos and screenshots.

CJ: What is your opinion of people who trash the 'other system'?

RW: I view ripping on other systems in two ways. If you're just ripping on a system because there's nothing better to do, then obviously it is nothing more than a lot of negative hot air. If you have genuine reasons why you don't like a particular system or product, then it's just criticism through an outspoken approach. Regardless of the reason, I find system bashing kind of entertaining. It exposes weak spots in the seemingly perfect pieces of plastic companies make their systems out to be. Criticism is a part of life; if people don't like it, then they should go live in a bubble.

CJ: What do you think of Project Reality?

RW: Project Reality will be too little too late. In case Nintendo hasn't been around the industry the past year, I should remind them that the 3DO and Jaguar already have the capabilities Nintendo's talking about. The nice thing about waiting a year to introduce a new system is advances in technology should be made enabling PR to have a low sticker price.

CJ: Same question, Sega's Saturn?

RW: Sega execs start to see the Genesis' capabilities aren't quite up to snuff against its competitors. They see the "next level" of play isn't being achieved with the Sega CD. The Genesis has nowhere to go from a technological standpoint. The Saturn is Sega's solution,

their insurance against being left behind in the technological race, and their guarantee that Sega will stay on top long after the Genesis is a collector's item. However, history repeats, and I can't help but think back to when there were so many platforms back in the early '80s. No one really won the system wars, and they forced the industry into financial ruin in the process. If we should remember anything about electronic gaming's past, it should be how it was destroyed.

CJ: What has been your best experience in gaming or gaming fandom?

RW: Being an active member of such a dynamic and thriving hobby has been one of the most rewarding and challenging experiences of my life. It's so cool to see SG getting reviewed and getting feedback from other faneds. This has been one gigantic learning experience for me. The occasional perk is nice, but the publishing is what keeps me going.

CJ: What games have you played lately and really enjoyed?

RW: The number of good titles these days is in a serious rut, and there's only a few worth playing. Mega Man X is one of those. Super Mario All-Stars is also a favorite. Pilotwings broke ground with the SNES's Mode 7. Zelda III and Young Merlin are my favorite RPGs.

CJ: What video game systems do you own?

RW: I own an SNES and my brother owns a Game Gear, which nobody ever plays.

CJ: Describe your idea of the 'ultimate' game.

RW: The ultimate game is one that fits into no specific mold. It combines what makes each type of game appealing into a format that can be played indefinitely. It has the addictiveness of Tetris, the impact of Star Fox, the legend and lore of Zelda, the sheer fun of SF2, control that makes the controller an extension of your brain, and the musical richness of Super Star Wars that makes audiophiles know why they were put on Earth.

CJ: If you knew that you were going to be stranded on a desert island for the rest of your life, and could bring 4 video games (any format and arcade) which ones would they be?

RW: Tetris, Super Mario All-Stars, Secret of Mana, and Super Mario Kart would be my choices.

CJ: The President of Nintendo dies, and you are appointed as the new president. What would you do and why?

RW: I'd make a policy that anyone with proof of purchase of any home system could trade up to an SNES for \$60. This would coincide with the official termination of NES support and game development. It's well known that the money is in the software, so it makes sense to get as many SNES's in homes as possible. It's like making money on every trade-up.

I would turn Nintendo's marketing strategies inside out. Instead of "This is a very nice game to play, buy it"-type advertising, I'd go for more witty, clever material. I'd flush the "Best Play Here" slogan down the toilet. Sega would never hear the end of the Blast Processing garbage. There would be a Nintendo commercial that rips Sega limb from limb (figuratively, of course) and at the end in big letters "Blast Process This" would flash across the screen.

Zelda IV would hit stores by second quarter 1995 on the SNES and as the Project Reality pack-in game (PR would also be CD-based). The PR pack-in game would be Zelda over Mario because you have a high-recognition level character without the market oversaturation the plumber has.

SNES GAMING

Mega Man X

It's time to take the Mega Man X series to the next level. This is the first in a new series of Mega Man X games. The story is set in a futuristic world where Mega Man X is the only one who can stop the evil Dr. Wily. The game is a platformer with a lot of action and strategy. It's a must-have for any Mega Man fan.

Play Structure

The game is divided into three main sections: the first section is the story mode, the second section is the challenge mode, and the third section is the bonus mode. The story mode is the most challenging, and the bonus mode is the most rewarding. The challenge mode is a great way to test your skills and see how you compare to other players.

Controls

The controls are simple and easy to learn. You use the D-pad to move Mega Man X, the A button to jump, and the B button to shoot. The X button is used for special attacks. The game is designed to be played on a standard SNES controller.

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SNES GAMING

INSIDE

Cool Spot

With high-quality graphics, exciting gameplay, and a lot of action, Cool Spot is a must-have for any SNES fan. The game is a platformer with a lot of action and strategy. It's a must-have for any SNES fan.

Controls

The controls are simple and easy to learn. You use the D-pad to move Cool Spot, the A button to jump, and the B button to shoot. The X button is used for special attacks. The game is designed to be played on a standard SNES controller.

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BERNIE'S DIE HARD GAME CLUB: EDEN IN ARLINGTON HEIGHTS

by JASON MULLITMAN

When I first became serious about video gaming and began buying my own games rather than relying on Mom and Dad to get me the newest title for Christmas, I was disgusted by the service offered by the average video game "specialty" store. Establishments such as Software Etc., FuncoLand, Babbage's (sorry Chris), and others surprised me by showing little concern for a teenage customer. Rarely was I asked if I needed assistance, although they seemed more than friendly when I walked up to the counter with a sixty dollar title in hand. I just accepted that such treatment should be expected from a business with its battle for the almighty dollar attitude. I recently found out that this is not entirely true.

Except for some exceptions (one of which is an illustrious editor of this fanzine), the employees at these stores are not gamers. Many cannot answer simple questions about the merchandise they carry, while others would rather read the back of the box of a title to you than give you a straight answer (That's right, I'm a gamer, I can't read). And let us not forget the lovely folks at FuncoLand who prefer to just downright lie than answer even the most basic question. Well, if you too are tired of such unjust (and hilarious) treatment, and you are within, say, a million miles of Arlington Heights, Illinois, make sure you visit Bernie's Die Hard Game Club. You'll never leave.

When I first paid a visit to Die Hard with Chris, I saw a small store with a man standing behind a counter. Nothing strange about that, except that the man (Bernie, the owner, or Lord if you write for this 'zine), was wearing street clothes. I mean with jeans and everything! As I tried to get my heart to beat again, I saw that there was a young boy behind the counter, Bernie's son, and he was playing an Atari Jaguar on the store's main monitor.

Chris, quick, I need CPR! No, scratch that. Nevertheless, this was no ordinary game store, and I was about to ask Bernie "Um, excuse me sir, but you left your three-piece suit at home," but I quickly realized that I had embarrassed myself enough as it was.

Much of that was of course exaggerated, but Bernie was extremely friendly to both Chris and I and discussed games with us for quite a while, something that has never happened at any game store I've ever been to. When I told him I was interested in possibly purchasing Parodius for the Super Famicom, he suggested that I try it out first before buying. It took a minute for his comment to register, possibly because no employee of any store I have ever been to has uttered such words, but then it suddenly hit me. Bernie was going to let me play the game before I plopped down the big dollars for it. Once again, that was something I certainly have never experienced and will probably never experience again outside of his store.

To put it simply, you must do business with Bernie's Die Hard if at all possible. He went out of his way to make sure I was happy with the items I had purchased, talking to me on the phone and happily dealing with my neurotic questions. His store is currently distributing copies of this fanzine, and he has supported us further by telling customers about Paradox and finding prospective writers. He is a gamer enthusiastic about the industry who cares about the consumers attempting to survive within it. Bernie's store and overall attitude are a breath of fresh air in an overly clogged aspect of the video game industry. If you live in Illinois, are planning on ever getting near Arlington Heights, or want to find out what real service is, pay Bernie a visit. He's one of us and will treat you right.

VIRTUA PREVIEW

by Jason Zabad

We all have played the awesome Virtua Racing by Sega at the arcades, but now we can have all the graphics and sound of the coin-op at home on the Genesis. We all know that the Genesis has no scaling or rotation built in to the hardware, so Sega employed their equivalent of Nintendo's Super FX chip. This new chip is used in high end stereo systems and computers. 'DSP' stands for digital signal processor, and it is being used because it can manipulate digital data to create specific graphics effects such as the polygons in Virtua Racing.

The graphics have come a long way since the early pictures in EGM. The game is now much more complete, and the landscape looks really good. The mountains still have the three dimensional look and the pit crew was

even kept in! Sega even managed to keep Virtua Racing a two-player game with a split screen, similar to Top Gear 2.

The only bad thing about V.R. is the price. The new DSP chip forces Sega to sell it at 100 big ones. V.R. is definitely worth the price of admission, and delivers all the graphics of the arcade version. I will have a final review of Virtua Racing when it races onto store shelves in May.



MKII: Will it SURVIVE?

by David Hunt

If you haven't already heard of Betty Bordoe, let me introduce you to her. She's the person who has helped ban Mortal Kombat and Night Trap from Toys "R" Us stores. She's one of the worst enemies of Mortal Kombat, and she won't stop until it's destroyed.

Well, now that you know that, you are probably saying, "Big deal. She can't do much harm." But she can. Mortal Kombat II is much more violent and bloody than part I. I am sure that it will raise a hell of a lot more controversy than MK. Not only that, but the fatalities are gory, to say the least (rip my torso if you dare, I'll just morph into a dragon and have your puny body for lunch).

I'm sure that this Bordoe character will try her hardest to ban MKII from all systems, but with the help of all the people that disagree with her, we can sit her down in her chair and lock 'er up. I'm sure that there would be more support for MKII than Betty Bordoe if all the people in fandom, and gamedom for that matter, stood up for what they thought was right.

I love Mortal Kombat II, and I'll stand by it to the end. If this hot headed b***h thinks she can stop me from playing it, she's got something coming. The decision is yours, but don't let them take away our rights!

IMPORT REVIEW *Flash Hiders*

by Michael Barnabee

It all started with Street Fighter II. At least, the massive popularity and publicity for fighting games started there. People flocked to the arcades in order to beat up their opposition in a best two-out-of-three round match. Many companies like SNK, Konami, and Midway made popular games like Fatal Fury, Martial Champions, and Mortal Kombat to take some of the popularity and gamers' dollars on the home system front.

Now, Right Stuff enters their bid on the PC Engine Super CD with Flash Hiders. The graphics on FH are fantastic to say the least. Bright, beautifully colored stages in excellent detail set the scene. The characters have a wide variety of moves and specialties and the action is intense!

There are three modes in Flash Hiders. First is the Versus Mode, where you and a friend can settle your differences, go head to head against the computer, or take notes as the computer battles against itself. The Scenario Mode takes you through a long, detailed story where the intermissions are at least five minutes long and the battles are few and very far between. The final mode is the Advance Mode, in which you can pick your favorite character and power him or her up to increase offense, defense, and speed capabilities.

The game plays beautifully and the moves respond almost instantaneously. The characters are drawn well, but some of their

SUB TERRANIA

"NAME THE FIGHTER SHIP" CONTEST

Tag the transport in Sega's new action adventure game and be immortalized forever in video game history!

Sub-Terrania players pilot a one-of-a-kind fighter ship equipped with an arsenal of missiles and rechargeable shields. As a prototype, the fighter was so new it wasn't even named before embarking on the voyage to save the underground mining colony. Such a ship deserves a name that embodies the spirit of its noble death-defying mission. If you are up to the challenge, mail the attached entry form or a 3x5 postcard with your entry to:

SEGA NEWS BUREAU
Sub-Terrania Contest
10 Universal City Plaza, Suite 2600
Universal City, CA 91608-1084

See official rules on back for complete details.

• **THE GRAND PRIZE WINNER** will receive a brand new Genesis CDX complete with Sub-Terrania, Gunstar Heroes, and Eternal Champions game cartridges, the must-have Sub-Terrania t-shirt and hat, hot poster, plus a jammin' write-up in SEGA VISIONS.

• **FOUR TOP ENTRY RUNNERS-UP** will receive Sub-Terrania, Gunstar Heroes and Eternal Champions game cartridges, the must-have Sub-Terrania t-shirt and hat, hot poster, plus a mention in SEGA VISIONS.

• **FIFTEEN CREATIVE NAME ENTRIES** will receive the must-have Sub-Terrania t-shirt and hat, and hot poster.

Entries must be postmarked by June 25, 1994 and received by July 1, 1994

Please peel and place sticker on entry form, before mailing.



SUB-TERRANIA "NAME THE FIGHTER SHIP" CONTEST

Name _____

Address _____

City _____ State _____

Zip _____ Phone () _____

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PLACE
STICKER
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OFFICIAL CONTEST RULES:

1. **ELIGIBILITY:** Contest open to all U.S. residents except employees of Sega of America, its affiliates, subsidiaries, judging organizations, agencies and their families. Any minor (age 17 or under) entering the contest must have the consent of his or her parent or legal guardian. Void where prohibited by law.
2. **HOW TO ENTER:** Mail the attached entry form or a 3x5 card with your name, address, daytime phone number and fightership name to SEGA NEWS BUREAU, Sub-Terrania Contest, 10 Universal City Plaza, Suite 2600, Universal City, CA 91608-1084. You may submit more than one fightership name, but each entry must be original and mailed separately. Not responsible for late, lost, stolen or misdirected entries. Entries and all rights of ownership and reproduction for any purpose become property of Sega of America. Entries must be postmarked by June 25, 1994 and received by July 1, 1994.
3. **JUDGING:** All entries will be judged on the basis of originality, appeal, and relevance to theme by Sega of America. Winners will be selected on or about July 31, 1994 and notified by mail on or about September 15, 1994. By entering the contest, entrants accept and agree to these rules and the decision of the judges, which shall be final. By submitting an entry, entrants agree to allow the use of his or her name and/or photograph for advertising this or similar promotions without compensation.
4. **PRIZES:** One (1) grand prize: a complete Genesis CDX unit package, and Sub-Terrania, Gunstar Heroes, and Eternal Champions game cartridges, a Sub-Terrania t-shirt, poster and hat, and a write-up in SEGA VISIONS (approx. retail value: \$600). Four (4) runners-up prizes: Sub-Terrania, Gunstar Heroes and Eternal Champions game cartridges, a Sub-Terrania t-shirt, poster and hat, and mentions in SEGA VISIONS (approx. retail value: \$200 each). Fifteen (15) creative name prizes: Sub-Terrania t-shirt, poster and hat (approx. retail value: \$20 each). Total retail value of all prize packages is approx. \$1,700.
5. **GENERAL:** Taxes are the sole responsibility of winners. Entrants agree to these rules and the decisions of judges.

Winners must execute affidavit of eligibility and liability/publicity release within 21 days or alternates will be selected. Prizes

may not be transferred.

No prize or cash substitution. One prize per household or address.

Place
stamp
here

6. **WINNERS LIST:** For a list of major prize winners, send a self-addressed, stamped envelope to:
SEGA NEWS BUREAU,
Sub-Terrania Contest
Winners, 10 Universal City
Plaza, Suite 2600,
Universal City, CA 91608-
1084, after September 15,
1994.



"NAME THE FIGHTER SHIP" CONTEST

SEGA NEWS BUREAU
10 Universal City Plaza, Suite 2600
Universal City, CA 91608-1084

special moves just don't have the fluidity as those on SF or the rest. The music is a treat in this one. Fighting to a techno-style beat helps you get into the game and enjoy it that much more. The sound effects overall are good but could use some more work.

Flash Hiders as a whole is very enjoyable, and will keep fighting fans of all kinds happy for a long time. So while you wait for the Arcade Card (assuming you have a Duo of course), pick up a copy of Flash Hiders and your wait won't seem so long.

Dracula Unleashed

ICOM/Sega - Sega CD
Review by EMF

Dracula Unleashed is one of the most often over-looked games in the stores, but this is one horror-on-disk that shouldn't be passed by. From the cool beginning that makes you want to call a Sega Rep. & thank them for Cinepak FMV, to the last frightful, heart-wrenching moments, this game takes advantage of all the CD video capacity.

The game is about Alexander Morris (your character), brother of the late Quincy Morris (familiar to those of you who read or saw Bram Stoker's Dracula). You are investigating your brother's death in London at the turn of the century. You'll meet many characters, like your beloved fiancée Annisette, Mina Harker, and Dr. Van Helsing, eventually. As you go through the game and look for clues, you'll get to know how to use all the game's options to your advantage. The list of options include your satchel which holds all the items that you'll use to stop the forces of Darkness.

The scenes also change whether or not you take an item to the correct place and have it hand (an option in the satchel screen), you also have the option to drop an item you have or to put an item that you're given in your satchel. Time is of the essence so check your time icon, or you could fall behind and bite the big one in one of the many wonderfully horrific scenes. There's also your journal that you keep addresses of importance in, and that you can write important clues in. The Dr. Van Helsing icon informs you about the other icons. The compass icon helps you if you need to know how long it will take to travel from one destination to another. The last icon, a CD, will let you go to another option screen where you can save, load, look at a saved game's time & items, and let you turn off the icons in the game. The game is filled with eerie background music, and the theme "Ofortuna" plays during some of the more interesting scenes. This game is so life-like, you even sleep to see strange dream sequences. The FMV scenes are to be seen to be appreciated, though a bit grainy at some points, it is one of the best attempts on the Sega CD. The replay value is a little diminished, but you may go through the game to see all the delicious, bloodsucking death scenes. This game is a must for Vampire hunters, Vampires, and other children of the night. If you want an almost-truly interactive movie, buy Dracula Unleashed, boot up the CD & sit back for hours of blood letting video. Warning: Not for action fanatics who like hack & slash type games though.

(1993's Biggest Disgrace)The Media on Gaming:

DAZZED AND CONFUSED

In-Depth by Jason Whitman

When Mortal Kombat was released for the home systems back in September '93, I was interested to see if the media would make a big commotion like they did when the game was released in the arcades. Praying they wouldn't, I watched TV news broadcasts hoping I'd hear no stories of how some kid killed his little brother because of something he had seen in a video game. What I did see wasn't so graphic, but the release of Mortal Kombat was documented... badly. EGAD! Is it humanly possible to gather together a group of more ignorant people than those who make up the media, the people who are supposed to keep us informed? Apparently not, because the way this situation was blundered by both TV and newspaper reports was downright obscene. It normally wouldn't bother me, but people actually believed the confused, backwards things that were being reported.

All the public was shown of Mortal Kombat in the news broadcasts and in the Time magazine article was blood, fatalities, and gore. We saw The Pit, heads being ripped off, and hearts being removed. Only once did I hear anyone mention the fact that the SNES and GameBoy versions of the game contain no blood, but it was done as such: "There are two versions of the game, one with blood and one without the blood." And even though this was said, the screens being shown to us were still the blood-filled shots I have grown to despise. Say one thing, show another? Good, accurate reporting from the "professional" media.

Another aspect of the Mortal Kombat "controversy" that was overlooked by many is the fact that both the Genesis and Game Gear versions of the game don't necessarily have to be played with the blood. That was the whole point of the Arcade Mode in both games. So in all technical terms, all versions of Mortal Kombat can be played with no blood at all. This too was forgotten by the media, probably because they were too busy telling us that many parents are against this game and those who aren't should be. So much for our fair,

unbiased media.

This whole warping of the truth by the media really hit home when my father, a gaming illiterate, asked me about Mortal Kombat; "I saw on the news last night some video game where people rip each other's heads off." It seems that MK is now known by that distinction only, the game where people's heads are ripped off. When the media portrays something in a certain light, people are often convinced without being shown the complete picture or hearing the entire story. Seeing something on the news for some reason makes people believe that it is absolutely right. I suppose that should be true, but in this case it obviously is not. Gamers have consistently been portrayed as mindless zombies that spend all their time in front of the TV, wasting their lives away. The media's contribution to this has been considerable, and they took it a step further when MK was released. We gamers are now bloodthirsty maniacs with no sense of what is fantasy and what is reality. Those reporting such nonsense are the ones out of touch with reality. First video games caused epileptic seizures and killed brain cells, and now they compel us to murder and corrupt our minds. The sad truth is that the minds of the unknowing are being corrupted by the media's lies. To be perfect isn't necessary, but we deserve some semblance of the truth. Instead we get a stream of warped reports that are imbedded into the minds of parents everywhere. Not as if Game Genie commercials (Dude!) didn't portray gamers in a bad enough light, now we have the media telling anyone who will listen that video games turn us into killers.

Here's a recommendation for the morons who attempt to report on video games for written and televised news: Stay the hell out of the gaming world. We have many established professional and amateur publications that do a perfectly good job of what you're hopelessly failing at: honest reporting.

FANDOM VORTEX

Fanzine Reviews and more by Chris Johnston

GAME FORCE #5, \$1

Edited by Jeff Beedham

P.O. Box 1610

Belen, NM 87002-1610

Game Force is back with a brand new layout. Ish #5 of GF is a very good issue, and it's well edited. His 'Press Start' editorial was very well written on why he chose the Jaguar over the 3DO. The cover of GF is done by Michael Wayne, a good addition to the GF staff.

A lengthy letter column is always something I like to read. His interview with Arnie Katz was interesting, and I like the What If? column. He's got reviews of computer, cart, and

classic games, so no matter which system you own, you'll find reviews here.

From the two issues of GF that I've seen, it has improved a lot. The editing is good, as is the writing. If you're looking for a new 'zine to add to your collection, or if you're a fanzine editor, I advise you to write to Jeff.

FANZINE OF THE MONTH:

SUB-ZERO #3, \$1.10

Edited by Chris Dyer

Route 2, Box 2366

Tullahoma, TN 37388

issue of SZ. This issue is no exception, and he adds a lot more written material, along with his artwork, which appears everywhere you look.

I like this issue's cover quite a bit, and Chris is really a good artist. Even though Chris doesn't have a really flashy layout, it is appealing to the eye, and everything is very easy to read.

He includes anarchy and a certain calm in his writing, and I like it. SZ has a lot of short reviews to scan, a history of his 'zine, a page on the TurboDuo, and list of Top 10 Fatalities. This list includes "Perform the ever-famous Lorena Bobbit", and "Getting your head ripped off, and shoved up a certain key cavity".

Jess Ragan contributes to this issue as well. Chris has really come a long way to this great issue of SZ. If you haven't already picked up a copy, send \$1.10, or a fanzine in trade, to this up-and-coming fanned. A great addition to EG fandom.

UPROAR #8, \$1.50

Edited by Michael Pittaro

18 Old Coach Rd.

Hudson, NH 03051

Uproar is a good 'zine. I've been reading it for a while now, and it's made great improvements. This new issue improves even more over previous issues. It's got computer

artwork, as well as a hand-drawn cover by Mike, as well as a better layout.

Uproar has come back to Earth, finally. For a while there, I thought it was going to be lost in the world of pseudo-professionalism. It's a good thing this issue affirmed that Mike is a fan, dedicated to EG fandom. A big letter column, a wealth of editorial and opinion pieces, an article on "The Values of Fanzine Publishing", and a nicely written fanzine review column. He still needs to improve on the "Rumors" column, as some of the things weren't true. It wasn't really gaming rumors, but fandom rumors. A good issue overall.

GAME GURU #1, no listed price

907 Buttonwood St.

Emmaus, PA 18049

E-MAIL: NKNN05B@prodigy.com

Michael Hrusecky is a Prodigy junkie from what I've heard from a friend who has the service, and his 'zine is filled with news, interviews, and a few reviews.

The review with the Nintendo Rep was really, really annoying. It was interesting to see what LIES Nintendo tells their employees. OK, who is this guy? If Nintendo really did back off from the Sony deal because the Sega CD is a Sony product (?), then why did Nintendo back off of the Philips deal? Because Philips has the CD-I? Don't give me that crap!

Nintendo backed off because Sony wanted more control of the machine, and Nintendo wouldn't let them have it, same thing with the Philips deal. The reason Nintendo's teamed up with SGI is that SGI doesn't make home entertainment hardware. What's Nintendo gonna say when they break with SGI? Sega CD games use SGI's hardware to render graphics, so we can't work with them. Give me a break, Michael. You should know this guy's a liar! As for Sega signing with SGI, why won't Sega say, "well, Nintendo signed already, they suck, we're breaking our deal!" This guy's a darn Nintendo puppet and you interview him like he is God! Wrong, any consumer service rep reads company cue cards, that's all.

As for the rest of the 'zine, it's made up of news releases, a few game reviews, 3 fanzine reviews, and a list of "Future Good Games" and "Future Suck Games". Um, alright. It's a pretty good 'zine, and I really liked the Nintendo interview, as it got me really mad, and it made me laugh out loud, and say, who is this bozo rep?

SEND your 'zines in! Many more reviews are coming next issue. Enjoy fandom, support 'zines and publish your opinions. If you do, someone, somewhere, somehow will read it & appreciate it.

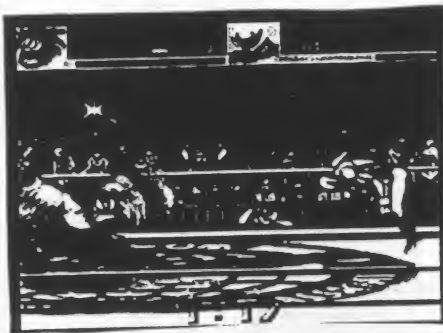
I Have a Beef: I Want the FM Townes Marty!

by Jason Whitman

What system represents the future of video gaming? Is it the Philips CD-I? Obviously not. Could it be the 3DO? Not likely. Maybe the Atari Jaguar? Possibly, but not quite yet. The Amiga 32? No chance whatsoever. So what IS the future? One word: Marty. As the CD-I struggles to come into it's own, the 3DO labors to get a decent library of games, the Jaguar attempts to prove its distinction of "64-bit," and the Amiga 32 tries to get away from cartoony children's games, the FM Towns Marty keeps impressing with awesome arcade translations and amazing new titles. EGM has spoken of the CD-based unit a few times, but it is only Die Hard Game Fan that has consistently covered the Marty and the games being released for it. Unfortunately, the system is only available in Japan at this time, but as Game Fan said, the original FM-Towns almost made it to the states, so why not the Marty? It would absolutely blow the CD-I, 3DO, Jaguar, and Amiga 32 out of the water. They would have no shot whatsoever in trying to compare with awesome translations of arcade hits like Galaxy Force II, Viewpoint, Super

Slam Masters and Truxton (Tatsujin, actually Truxton 2). Also, what game can match the amazing full-motion backgrounds of Scavenger 4, undoubtedly the most realistic shooting game ever created? Silpheed? Nope. Cybermorph? No way. StarFox? Not a chance. This game looks absolutely amazing.

I will have to admit that every game released so far for the Marty has been a straightforward action game, but that is exactly what I want. No more interactive movies or James Bond sequels, just a kick-ass action title and some accurate arcade conversions. If you're looking for full-motion video movie titles, edutainment, or cartoony kids' games, you don't want an FM Towns Marty. On the other hand, if you are an arcade freak craving great translations of your favorite titles or would like a truly amazing shooter that the current home systems could never possibly handle, support the Marty. Compared to the alternatives in the area of the new 32/64-bit systems, the FM Towns Marty wins hands down. It is the future of video gaming and topples the competition. Bring it to the states!



The Nintendo MANIFESTO

Opinion by Chris Johnston

Nintendo has gone too far. Not that I mind a little bit of creative advertising, but Nintendo has lost all shred of dignity.

On pages 70 and 71 of the new EGM (GamePro, EG, and others too), Nintendo has cleverly put an advertisement that LOOKS like an article. Nowhere does it say "paid for by Nintendo of America", or any Nintendo distinguishing features. But, in the Advertising Index, it all comes out.

Nintendo's sorry try at competition is futile. They state that they can put a game that is as fast as Sonic on the Super NES. Yeah, right! The day I see anything as fast as Sonic on the Super NES is the day I throw my Genesis away and purchase every Super NES game ever made. Show me it, Nintendo. I DARE YOU! Fighting games don't count either, it has to be the same genre as Sonic.

The next beef I have is with their arrogant attitude towards Sega. First off, the Genesis has always been an older system. The Super NES was made for the Japanese audience in mind, and of course, that means RPGs. The American and European audiences are so radically different. If you can't put a game like Gunstar on your system without flicker, then you'll never gain the popularity. I have not touched my Super NES in 4 months because I see no game that gives me a reason to.

Nintendo doesn't understand. Most people buy a Genesis for one thing and one thing

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only: SPORTS GAMES. This is what makes the Sega Genesis so popular. If EA was not a Genesis licensee, then the Super NES would have captured the market by now. The fact is that the Super NES cannot handle the play control of the complex sports titles with a slow clock speed. EA's sports titles play better and smoother on the Genesis than any other sports game on the SNES.

Sure, the Super NES has colors. Who cares? The Sega Master System had more colors than the NES, and the NES beat the SMS out. Games are what matter and the Genesis has everything covered. The Super NES needs special (expensive) chips to move fast. Nintendo won't let third party companies use the chips - cheaply. This drives up the cost of a Super FX chip game made by any other company. While Sega's SVP chip will have its own little add-on cart.

Super NES games cost more than Genesis games. It's a fact. The SNES NBA Jam sells for \$70, and the Genesis version sells for \$60. You make the call, Nintendo. Lower your chip prices for third parties.

Nintendo's little censoring on MK put "the nail in the coffin!", so to speak. MK is a HOT property, and Nintendo lost millions of dollars in system & software sales with the deletion of a certain color. While Sega gained enormous sales with NBA Jam, and MK.

Nintendo's "Mode 7" is just as much a buzzword as "Blast Processing". The only reason Nintendo thinks it's valid is because the programmers came up with it. There's no "Mode 5"? Is there? Of course not.

I have to say that EGM handled this very badly. This ad is a disgrace to the mag. In fact, issue 58 has been ruined for me. Why did they accept this advertisement in the form that it was in. This is as deceptive, if not more so, than those ads in the back for the shady mail-order houses. This was a bad move. Wait... You won't accept ads for game copiers, but you'll accept an ad that looks like an article from Nintendo? What is this?

I hate Nintendo-bashing usually, but they've gone too far this time. They should not concentrate on this kind of advertising, they should act smart, lower their prices for games, and give EA full use of the Super FX chip for no extra charge. Oh yeah, Super Metroid's graphics look really, really, 8-bit. Next time Nintendo, give us more arcade-like, no more cartoony graphics please.

2 Ways to Join GEA!

If you've been wondering how you can get involved in the GEA without having to pay the membership fee, now you can. To become a full-fledged member however, you still need to pay the \$10 annual membership fee. But if you still want to be active with the GEA, then send a SASE to GEA, 316 E. 11th Ave., Naperville, IL 60563-2708. You'll receive an issue of GEA Update, the monthly newsletter telling you about what's going on in the GEA, and how you can get involved in it, even though you're not a member. It will include postings of tournaments around the nation, and much more. Get GEA UPDATE NOW!

END OF ISSUE GAME REVIEWS

by Chris Johnston

HIGH SEAS HAVOC

Data East - Genesis

So what if the market is overpopulated with action-platform games. Every once in a while a game comes down the pike that will blow you away. High Seas Havoc is one of these games.

The graphics in HSH are cartoonish, and they are very well drawn, Havoc and the boss characters especially. The levels are long enough to be challenging, yet short enough to keep you interested, and they have lots of secret places to find.

The music, for Genesis music, is very unique. Since this is a high-seas adventure, there is an orchestra performing the tunes (you can even choose the sound test called, "Orchestra", where Havoc is conducting). And, unlike so many games now, the music fits the game very well.

The play control is very good, and missing consecutive jumps is a rarity (for me at least). It's set up similar to Sonic 3, with all 3 buttons being jump, you can do a roll by squatting and pressing a button, and you have a double-jump attack.

Therefore, the playability of HSH is very good. It's got an all-important difficulty select, something games are losing but desperately need to keep. I found it to be a very enjoyable game, and the character isn't worn to shreds.

The bosses are big and bad, but cartoony. And Havoc is a badass! It's definitely one of those games to get if Sonic's been boring you to death lately. **OVERALL: 82%**

BARKLEY: SHUT UP AND JAM!

Accolade - Genesis

Barkley's newest game from Accolade stands as a pretty good game of 2-on-2 B-ball. Of course, it's obviously a cop-off of NBA Jam, but it is an O.K. alternative to those who don't like NBA Jam, or want something similar to it.

The computer players cheat in this one though, so be prepared. There are no difficulty selects, so you have to play through this one. One thing I don't get is passing. You pass the ball, and it is actually guided to your teammate. It's radar I tell you! Very strange. The computer players steal the ball, and sometimes you won't notice it until it's too late. They steal it anytime, anywhere. And your computer teammate doesn't help you at all, in fact, he runs from the ball. I hate that! That happens in EA's basketball games too.

I would've added a music select, as the tunes are pathetic, an announcer, realism, digitized graphics of actual people rather than computer art for photos of the players. This game needs more attitude. It's Barkley SHUT UP AND JAM! There's no attitude in this game, that should have been a MAJOR part. It

does not hold its own against NBA Jam.

There are super dunks in this game, but there's no announcer, and it loses the atmosphere that Jam has. The dunks lose the flair that makes Jam spectacular. Except for Sir Charles, there are no NBA players in this game, which isn't terrible, but the players don't have styles. It's very uninvolved.

This is no Jam. If you're looking for a basketball game to play around with, and Jam's out at the local rental store, then this is a good, last alternative (try EA's new NBA Showdown for Genesis or Sega's NBA Action '94 first of course). Grab 3 other people and either the EA or Sega multitaps and knock yourself silly. Playing a one-player game sucks. **OVERALL: 70%**

DASHIN' DESPERADOES

Data East - Genesis

Data East has never been one of the companies I consider as a GREAT game company. Dashin' Desperadoes and High Seas Havoc have convinced me that I better pay close attention to the games coming from Data East.

What makes Dashin' so darned good is that it is very fun to play. Actually, I rented Dashin' because the other two-player simul game I was going to get was out at the time (Super Bomberman). I didn't know what to expect, so I was pleased to hear digitized (corny) voices, great control, and a variety of levels with great graphics and animation.

The plot is something like an old-western type cartoon. You control one of two Desperadoes, and you stomp, throw things at, and explode the other one to try to please your girl. It's rather hilarious if you've been drinking Jolt or Pepsi at the time.

I played the game 2-player of course, and this game is one of the best 2-player games I have ever played. Not only will it have you rolling on the floor laughing at the voices ("Get It!", "Bring it Here", "Come on!" are some of the phrases you'll hear the girl exclaim, with the 2 Desperadoes shoutin' "Ok!" in a rather unexcited tone), but the absolute absurd plot with knock you down.

I'd say for a Friday night's rental, this one's a great play. So if you've been passing it up, wondering if it was fun, wonder no more, and rent it you fool! **OVERALL: 86%**

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ALL GOOD THINGS MUST COME TO AND END

I hope you enjoyed this issue. Actually, it only took me 2 days start to finish to complete this issue. I hope you don't think I sacrificed anything. Looking back, this is probably one of our best issues. It looks good, anyway. Please write a LoC and tell us what you thought about it. While you're at it, contribute something. Or if you'd rather be a passive reader, then please send us \$1 for the next exciting issue, or \$5 for the next 6 exciting issues! Send that to the address below (Chris). Anyhow, enjoy life...and buy a Jaguar.

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